

MATH 323: Calculus III

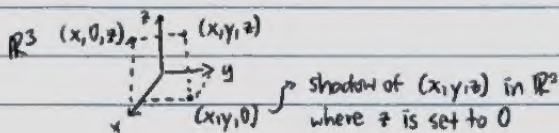
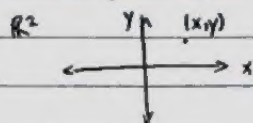
MATERIALS

- WebAssign (will include textbook) - around \$120
- Gradescope (for assignment submission) - free
- Website (includes syllabus, calendar, practice problems)

- SECTION 12.1: Coordinates in 3-space -

IDEA of Calculus III: Extend Calculus I, II to functions of several variables

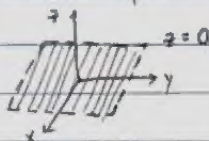
Some Geometry in 3-Space



I. Coordinate Planes

- A coordinate plane is a set of points in which a specified coordinate is 0.

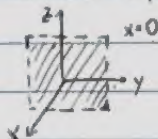
Ex #1: The xy -plane (aka the $z=0$ plane) in \mathbb{R}^3 is $\Pi = \{P = (x, y, z) \in \mathbb{R}^3 : z = 0\}$.



\in = "in"

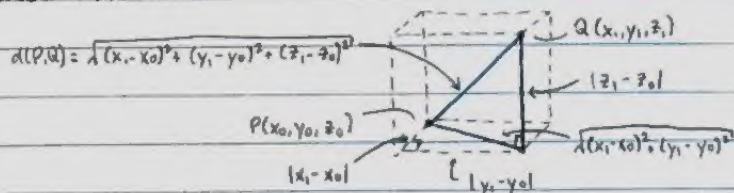
$:$ = "such that"

Ex #2: The yz -plane in \mathbb{R}^3 is $\{P = (x, y, z) \in \mathbb{R}^3 : x = 0\}$.



* Try to turn multivariable problems into single variable ones.

ASIDE: Distances



THM (Distance Formula): For $P = (x_0, y_0, z_0)$ and $Q = (x_1, y_1, z_1)$ in 3-space, the distance between

P and Q is $d(P, Q) = \sqrt{(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2}$.

II. Spheres

- Let $r > 0$ and let $P \in \mathbb{R}^3$. The sphere of radius r centered at P is $S = \{ Q \in \mathbb{R}^3 : d(P, Q) = r \}$

If P has coordinates $P = (x_0, y_0, z_0)$, then $S = \{ Q \in \mathbb{R}^3 : d(P, Q) = r \}$

$$= \{ (x_1, y_1, z_1) \in \mathbb{R}^3 : \sqrt{(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2} = r \}$$

$$= \{ (x_1, y_1, z_1) \in \mathbb{R}^3 : (x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2 = r^2 \}$$



Spheres are "surfaces of a hollow ball" (NOT SOLID)

A solid ball is defined by $(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2 \leq r^2$.

NB: "note bene"
or "note well"

- * Everything we have done so far has analogs in higher dimensions as well.

Ex: \mathbb{R}^4 (4-space) = $\{ (x, y, z, w) : x, y, z, w \in \mathbb{R} \}$ has distance formula.

$$d((x_0, y_0, z_0, w_0), (x_1, y_1, z_1, w_1)) = \sqrt{(x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2 + (w_1 - w_0)^2}$$

- SECTION 12.2: Vectors -

- A vector in \mathbb{R}^3 is a directed line segment, where two vectors are equivalent when they are linear shifts.

